HP iPAQ

Bluetooth™ Hands-Free Headset

Contents

Introduction

Congratulations on your purchase of the HP iPAQ *Bluetooth* Hands-Free Headset (the Headset). The Headset is quite light, weighing just about .35 ounces (10g). It has both Headset and Hands-Free profiles for more functions, and is compatible with more *Bluetooth* wireless technology mobile phones. Read this User's Guide carefully before you start using the HP iPAQ *Bluetooth* Hands-Free Headset.

Package Contents

In this package, you will find:

- HP iPAQ *Bluetooth* Hands-Free Headset
- Adjustable earhook
- Retractable USB charging cable and car charger
- Ear cushions
- Charging base
- User's guide

Bluetooth Wireless Technology

Bluetooth wireless technology has revolutionized the personal connectivity market by providing seamless freedom from wired connections. It offers a small form-factor, low-cost radio solution providing links between mobile computers, mobile phones, and other portable and handheld devices, and connectivity to the Internet. The *Bluetooth* Special Interest Group (SIG), comprised of leaders in the telecommunications, computing, and network industries, is driving development of the technology and bringing it to market. The *Bluetooth* SIG includes promoter companies 3Com®, Ericsson®, IBM®, Intel®, Lucent®, Microsoft®, Motorola®, Nokia®, and Toshiba®, and more than 2,000 adopter companies.

Headset Features
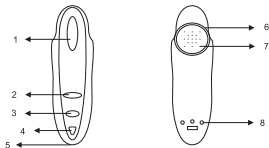
1. Talk Button: Switches the Headset on/off, answers/ends a call, pairs the Headset with a device, and is used for voice dialing.

2. Volume Up Button: Increases the speaker volume.

3. Volume Down Button: Decreases the speaker volume.

4. LED Indicator: Displays the status of the Headset.

5. Microphone: Picks up external audio.

6. Earpiece: Holds the Headset in the ear.

7. Speaker: Plays incoming audio.

8. Charging Port: Charges the battery.
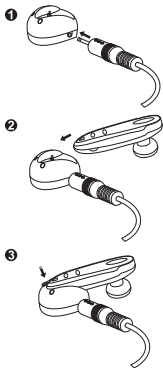
Charging the Headset

The Headset has a rechargeable battery. Before using the Headset for the first time, you have to charge the Headset battery for approximately two hours in order to get a full charge. A fully charged battery provides up to seven hours of talk time and over one week of standby time. When the battery is low, the LED indicator flashes red. The low-battery-warning indication will begin three minutes of talk time before the Headset runs out of power. You can recharge the Headset at any time without waiting for the battery to be completely discharged. To keep the battery in good condition, always recharge the Headset within a month once it is fully discharged. Before charging, make sure that the Headset is at room temperature. The battery will not charge in very cold or very hot conditions.

NOTE: The Headset battery is not replaceable.

To charge the Headset:

1. Connect the retractable USB cable into the car charger or any USB computer, and then plug the other end to the charging base.

2. Place the Headset into the charging base.

3. During charging, the red indicator light on the charging base illuminates.

4. When the battery is fully charged, the indicator light on the charger turns green.

5. You can now remove the Headset from the charging base.

During charging, if an incoming call arrives while the Headset is switched on, you can answer the call simply by removing the Headset from the charging base.

Wearing the Headset

The Headset can be worn either on the right or left ear. The earpiece is adjustable, and the 90-degree, rotatable design ensures a snug yet comfortable fit in your ear.

To put on the Headset, please follow the instructions as below:

1. Directly put the earpiece into your outer ear canal.

2. Adjust the Headset to fit your ear.

3. The microphone should be positioned toward your mouth. The ear cushion supplied with the Headset provides additional comfort and a better fit.
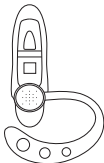

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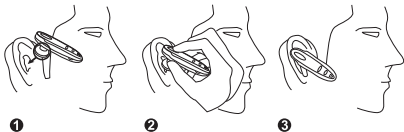
To attach the ear cushion:

1. Hold the Headset firmly.

2. Cover the earpiece with the ear cushion.

3. The ear cushion is attached to the ready-to-wear Headset.

Putting on the Headset

1.   Put on the Headset with the earhook behind your ear.

2.   Make sure the microphone is pointing toward your mouth.

(right)   (left)

Switching the Headset On/Off

1. Press the "Talk" button for about five seconds until you hear a low tone followed by a high tone. The LED indicator flashes blue four times.

2. The Headset switches on and enters standby mode. The LED indicator continuously flashes blue every three seconds.

1. Press the "Talk" button for about one second until you hear a high tone followed by a low tone. The LED Indicator flashes red four times.

2. The Headset switches off and the LED indicator no longer blinks.

Pairing the Headset

Before using the Headset, you must first pair it with a *Bluetooth* wireless-technology-enabled device, such as a *Bluetooth* mobile phone. Pairing is necessary for two *Bluetooth* devices to connect to each other wirelessly. After creating a paired link, you do not need to repeat the pairing process and the Headset automatically links to the mobile phone when both devices are switched on. Paring must be performed every time you want to use the Headset with a different *Bluetooth* mobile phone or other *Bluetooth* wireless-technology-enabled devices. The Headset can be paired simultaneously with up to eight mobile phones.

To initiate pairing between the Headset and a *Bluetooth* mobile phone in close proximity:

1. Turn off the Headset.

2. Make certain the mobile phone is switched on.

3. Press the "Talk" button to switch on the Headset and keep the "Talk" button pressed for seven seconds until the LED indicator alternates between blue and red. The Headset is now ready for pairing with the mobile phone.

4. Perform a device discovery from the mobile phone. (For details on device discovery, please consult your phone's user's guide.)

5. Once the mobile phone discovers the Headset, the text "HP Headset" appears on the phone's screen.

6. Follow the phone instructions to accept pairing. When prompted to enter the passkey, enter the number: 0000.

7. If time runs out after 60 seconds and the pairing fails, you will have to repeat the steps above. You can view the status from the phone's screen.

8. On completing pairing, the phone's screen will notify you that the pairing was successful. The LED indicator continuously flashes blue and the Headset goes into standby mode.

9. You can now make and answer calls through the Headset.

Using the Headset

Before using the Headset, make sure that (1) the Headset is switched on and connected to a paired *Bluetooth* mobile phone; (2) the Headset is within 33 feet (10m) of the phone; and (3) the phone's *Bluetooth* feature is on (see your phone's user's guide).

NOTE: The Headset supports both Headset and Hands-Free profiles. Some mobile phones do not support all the functions listed below. Please consult your phone's user's guide.

Accepting a Call

When receiving an incoming call, the Headset rings and the LED indicator flashes blue at a three-second interval. To receive the call from the Headset, press the "Talk" button once. You can also answer the call by using your phone in the normal way. Please note that if the mobile phone rings first, wait until you hear a ring tone from the Headset and then press the "Talk" button to answer the call.

Ending a Call

To end a call, press the "Talk" button once on the Headset or press the phone's "END" key. The Headset returns to standby mode.

Rejecting a Call

When a call comes and you do not want to answer it, you can press the "Talk" button for two seconds to reject the call.

Making a Call

You can make a call through:

A. Voice activation

To use voice activation, the mobile phone must support voice dialing. For details on voice dialing, please see your phone's user's guide.

1. Press the "Talk" button once on your Headset.

2. After a short tone sounds, speak the name of the person to whom you wish to connect (if he or she has a voice tag in your phone).

3. The phone automatically dials the number. You can see the details of the call from the phone's screen.

B. Dialing a phone number from your mobile phone

1. Dial the phone number from the mobile phone's keypad.

2. Press the "Talk" button to send the call from your phone.

3. The call automatically transfers to the Headset.

Redialing the Last Number

To redial the last phone number, press and hold down the "Volume Down" button for three seconds.

Volume Control

- During a call, you can adjust the Headset speaker volume. An audio tone is played for each volume up and volume down step.

- To increase the volume, press the "Volume Up" button repeatedly until you reach the desired level.

- To decrease the volume, press the "Volume Down" button repeatedly until you reach the desired level.

Transferring a Call between the Headset and a Mobile Phone

- To transfer a call from the Headset to a mobile phone, initiate it from the mobile phone. (Refer to your phone's user's guide.)

- To transfer a call from a mobile phone to the Headset, simply press the "Volume Up" button once, even if the Headset is then switched on after a call has been initiated.

Mute Function

To mute the Headset sound during a call, press the "Volume Up" button and the "Volume Down" button for two seconds; you will hear one tone repeated every 20 seconds. Upon activating the mute function, the person on the other side won't hear you, but you can hear all sound generated from the other side. To turn off the mute function, press the "Volume Up" button or the "Volume Down" button once.

Headset LED Indicator

Status	Blue LED	Red LED	Interval	Remarks
Turning on	4 times			
Turning off		4 times		
Pairing mode	Flashes blue and red alternatively until the pairing is complete or times out.			
Standby mode	3 times	3 times	3 seconds	Flashes red when low battery
Incoming call	3 times		3 seconds	
Talk mode	4 times	4 times	3 seconds	Flashes red when low battery

Charging-Base Indicator

Status	Red LED	Green LED
Charging in process	On	
Charging complete		On

Audio Tones

Switching on	Quick series of 2 tones, low to high	Switching off	Quick series of 2 tones, high to low
Pairing mode	1 tones	Incoming call	A ring tone at a 2-second interval
Mute	1 tone repeated every 20 seconds	Turn off mute	Single tone
Low battery	5 rapid tones every 20 seconds in standby mode		

NOTE: When using Nokia mobile phones, all sounds generated by the mobile phone automatically transfer to the Headset. When a call comes in, the Headset uses the same ring tone as the mobile phone. If the mobile phone is set to vibration mode, you won't hear a ring tone from the Headset.

Specifications

Standard	Compliant with *Bluetooth* specification v1.1 / v1.2
Chipset	BlueCore2-Audio single chipset
Profiles Supported	*Bluetooth* Headset & Hands-free profiles
Radio Frequency	2402 MHz ~2480 MHz
Transmitter Power	Class 2 (max 4dBm)
Transmission Range	Up to 10 meters
Receiver Sensitivity	-78 dBm
Charger Power Supply	5VDC / 200 mA
Temperature	Operating: -20º C–60º C; Storage: -20º C–60º C; Charging: 0º C–45º C
Operation Voltage	3.7V
Rechargeable Battery	120mAh lithium polymer battery
Charging Time	1.5–2 hours
Talk Time	HV1: Over 4 hours; HV3: Over 7 hours
Standby Time	More than 1 week
Dimension	2.4 (L) x 0.7 (W) x 0.4 in. (H) (60 x 18 x 11mm)
Weight	0.37 oz. (10.6g) (not including charging base)

Information

Users are advised not to make changes or modify the device in any way. Changes or modifications not expressly approved by HP will void the warranty.

FCC Notices

This device complies with part 15 of the FCC rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) This device must accept any interference received, including interference that may cause undesired operation.

FCC RF Exposure requirements: This device and its antenna(s) must not be co-located or operating in conjunction with any other antenna or transmitter.

NOTE: THE MANUFACTURER IS NOT RESPONSIBLE FOR ANY RADIO OR TV INTERFERENCE CAUSED BY UNAUTHORIZED MODIFICATIONS TO THIS EQUIPMENT. SUCH MODIFICATIONS COULD VOID THE USER'S AUTHORITY TO OPERATE THE EQUIPMENT.

CE Statement

Important Notice: This device is a 2.4GHz FHSS *Bluetooth* headset, intended for office and home uses in all EU and EFTA member states.

Belkin Corporation Limited 2-Year Product Warranty

What this warranty covers.
Belkin Corporation warrants to the original purchaser of this Belkin product that the product shall be free of defects in design, assembly, material, or workmanship.

What the period of coverage is.
Belkin Corporation warrants the Belkin product for two years.

What will we do to correct problems?
Product Warranty.
Belkin will repair or replace, at its option, any defective product free of charge (except for shipping charges for the product).

What is not covered by this warranty?
All above warranties are null and void if the Belkin product is not provided to Belkin Corporation for inspection upon Belkin's request at the sole expense of the purchaser, or if Belkin Corporation determines that the Belkin product has been improperly installed, altered in any way, or tampered with. The Belkin Product Warranty does not protect against acts of God (other than lightning) such as flood, earthquake, war, vandalism, theft, normal-use wear and tear, erosion, depletion, obsolescence, abuse, damage due to low voltage disturbances (i.e. brownouts or sags), non-authorized program, or system equipment modification or alteration.

How to get service.
To get service for your Belkin product you must take the following steps:

1. Contact Belkin Ltd., Express Business Park, Shipton Way, Rushden, NN10 6GL, United Kingdom, Attn: Customer Service, or call 00 800 2 2355460, within 15 days of the Occurrence. Be prepared to provide the following information:

    a. The part number of the Belkin product.

    b. Where you purchased the product.

    c. When you purchased the product.

    d. Copy of original receipt.

2. Your Belkin Customer Service Representative will then instruct you on how to forward your receipt and Belkin product and how to proceed with your claim.

Belkin Corporation reserves the right to review the damaged Belkin product. All costs of shipping the Belkin product to Belkin Corporation for inspection shall be borne solely by the purchaser. If Belkin determines, in its sole discretion, that it is impractical to ship the damaged equipment to Belkin Corporation, Belkin may designate, in its sole discretion, an equipment repair facility to inspect and estimate the cost to repair such equipment. The cost, if any, of shipping the equipment to and from such repair facility and of such estimate shall be borne solely by the purchaser. Damaged equipment must remain available for inspection until the claim is finalized. Whenever claims are settled, Belkin Corporation reserves the right to be subrogated under any existing insurance policies the purchaser may have.